

# MEng in Electronic & Computer Engineering

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**Abstract**—An existing class of heuristic models of diffuse scattering are elaborated and applied to a setup consisting of a plane wave incident on a sinusoidally shaped wall. Results are compared to full-wave method-of-moments (MoM) model, and also to Geometrical Optics (GO) and Physical Optics (PO) approximations.

**Index Terms**—Diffuse Scattering, Diffuse Reflection, Channel Model, Ray Tracing, Ray Shooting.

## I. INTRODUCTION

TBD.

## II. MODEL

In this model [1], the scattered electric field  $E_s$  is assumed to propagate from each surface element  $dW$  along a wall according to a mix of components:

$$E_s = E_L + E_R + E_T, \quad (1)$$

where

- $E_L$  is a perfectly diffuse (Lambertian) component satisfying

$$|E_L|_{dS} = S|E_i|_{dS} \quad (2a)$$

$$|E_L| \propto \sqrt{\cos(\theta_s)}, \quad (2b)$$

where  $\theta_s$  is the scattering angle with respect to the wall normal,

- $E_R$  is the (reduced) specular component of Geometrical Optics satisfying

$$|E_R|_{dS} = R|\Gamma||E_i|_{dS}, \quad (3)$$

where  $\Gamma$  is obtainable via classical Fresnel formulae and  $R$  is introduced to reduce the specular component in favour of the diffuse component,

- $E_T$  is the transmitted component through the wall, satisfying

$$|E_T|_{dS} \propto |E_i|_{dS}, \quad (4)$$

i.e. this component is geometry independent and only depends on constitutive parameters.

Thus, in addition to the (reduced) specular component of Geometrical Optics,  $E_{GO,r}$  each point in the middle of a surface element  $dW$  gives a diffuse contribution  $dE_d$  to the scattered field  $E_s$  whose amplitude  $|dE_d|$  is given by

$$|dE_d| \propto \sqrt{\frac{dW \cos \theta_i \cos \theta_d}{\pi}} \frac{1}{r_i r_d} \quad (5)$$

with the constant of proportionality depending on the incident amplitude and a scattering parameter  $S$ . Specifically, we have

$$|dE_d| = S\Upsilon\sqrt{dW}, \quad \text{where} \quad (6a)$$

$$\Upsilon = \sqrt{\frac{60G_t P_t \cos \theta_i \cos \theta_d}{\pi}} \frac{1}{r_i r_d} \quad (6b)$$

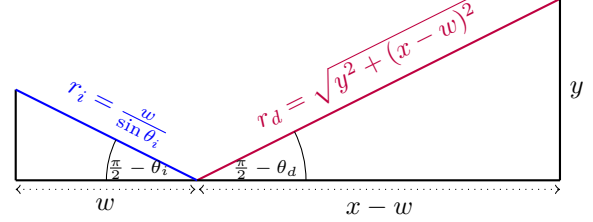


Fig. 2. Geometry setup implies that  $\frac{1}{r_i r_d} = \frac{\sin \theta_i}{w \sqrt{y^2 + (x-w)^2}}$ , and  $\cos \theta_d = \frac{y}{\sqrt{y^2 + (x-w)^2}}$

1) *Uniform Plane Wave Incident on PEC*: We start with a setup as per Figure 1.

$$k_i = \sin(\theta_i)\mathbf{e}_x - \cos(\theta_i)\mathbf{e}_y \quad (7a)$$

$$k_r = \sin(\theta_i)\mathbf{e}_x + \cos(\theta_i)\mathbf{e}_y \quad (7b)$$

$$k_d = \sin(\theta_d)\mathbf{e}_x + \cos(\theta_d)\mathbf{e}_y \quad (7c)$$

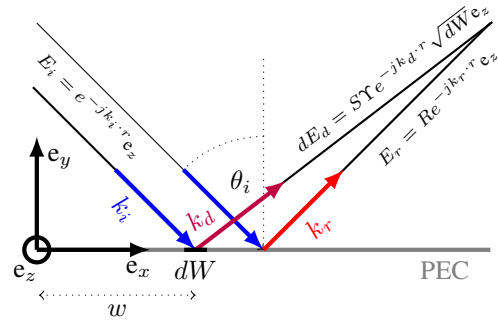


Fig. 1. A uniform plane wave strikes a PEC. The overall scattered wave is  $E_s = E_r + \int_W dE_d$ .  $E_r$  is just the usual specular component of geometrical optics, multiplied by  $R$ , a roughness parameter.  $E_d$  is the diffuse component - a sum of non-coherent contributions along the wall, one of which is shown here, for a drawn surface element  $dW$ .

Then, since  $G_t = 1$  (0 gain),  $P_t = 1$  (uniformity of wave),  $dW = hdx$ ,  $|\Gamma| = 1$ , and referring to the geometry of Figure 2, we get

$$E_i = e^{-j(x \sin \theta_i - y \cos \theta_i)} \mathbf{e}_z \quad (8a)$$

$$E_r = \sqrt{1 - S^2} e^{-j(x \sin \theta_i + y \cos \theta_i)} \mathbf{e}_z \quad (8b)$$

$$E_d = S \sin \theta_i \sqrt{\frac{60hy \cos \theta_i}{\pi}} \int_W \frac{1}{w} \sqrt{\frac{dw}{(y^2 + (x-w)^2)^{3/2}}} e^{-j\left(\frac{x^2 + y^2 - xw}{\sqrt{y^2 + (x-w)^2}}\right)} \mathbf{e}_z \quad (8c)$$

## REFERENCES

- [1] V. Degli-Esposti and H. Berton, "Evaluation of the role of diffuse scattering in urban microcellular propagation," in *Gateway to 21st Century Communications Village. VTC 1999-Fall. IEEE VTS 50th Vehicular Technology Conference (Cat. No.99CH36324)*, vol. 3, 1999, pp. 1392–1396 vol.3.